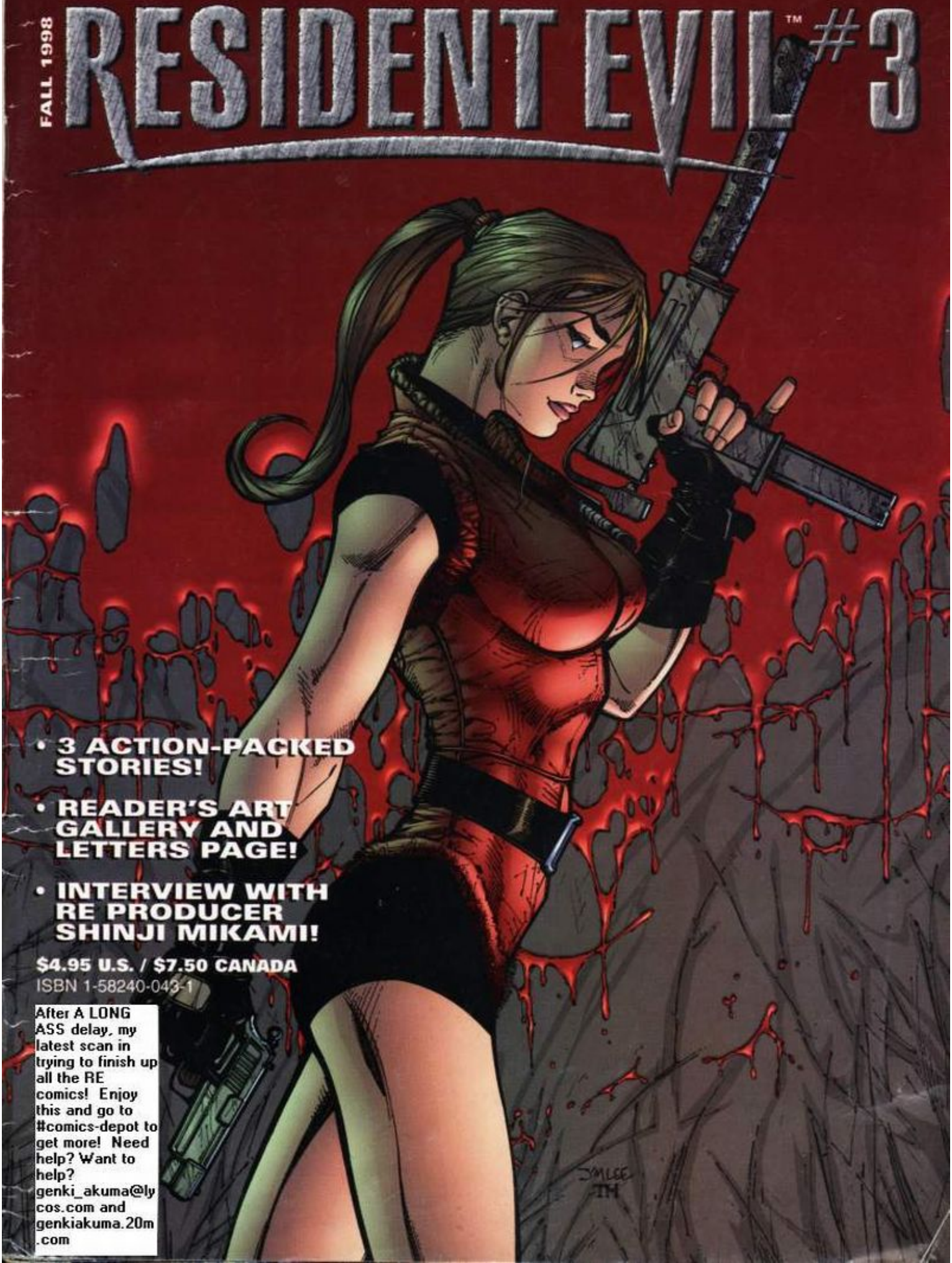
THE OFFICIAL COMIC BOOK MAGAZINE!

FALL 1998

RESIDENT EVIL™ #3



- 3 ACTION-PACKED STORIES!
- READER'S ART GALLERY AND LETTERS PAGE!
- INTERVIEW WITH RE PRODUCER SHINJI MIKAMI!

$4.95 U.S. / $7.50 CANADA
ISBN 1-58240-043-1

After A LONG ASS delay, my latest scan in trying to finish up all the RE comics! Enjoy this and go to #comics-depot to get more! Need help? Want to help? genki_akuma@lycos.com and genkiakuma.20m.com

RESIDENT EVIL™

The Official Comic Book Magazine #3 – Fall 1998

In this issue:

- "Wolf Hunt" – Raccoon City College is terrorized by a shadowy killer. Can Jill Valentine save the day?
- "Danger Island" – Paradise turns into a hellish nightmare when the G-virus infects a tropical island.
- "Dead Air" – In Part One of this continuing story, Chris, Barry, and Jill head to Europe in search of Umbrella HQ.
- An interview with *Resident Evil* Producer Shinji Mikami.
- The debut of our "Reader's Art Gallery" and letters page.
- "The *Resident Evil* Files" – The first installment of our special sourcebook section features character profiles of Chris and Claire Redfield.

Credits:

Based on characters and situations from the Capcom video games Resident Evil and Resident Evil 2.

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Correction: *Resident Evil* #2 cover illustration by Carlos D'Anda and Mark Irwin

RESIDENT EVIL #3. September 1998. First Printing. Image Comics, Inc. Office of Publication: 1440 N. Harbor Blvd., Suite 305, Fullerton, California, 92835. $4.95 U.S./$7.50 CANADA. CAPCOM is a registered trademark of CAPCOM CO., LTD. ALL RIGHTS RESERVED. Artwork is © Aegis Entertainment, Inc., dba WildStorm Productions, 1998. ALL RIGHTS RESERVED. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Jim Lee or Aegis Entertainment, Inc. PRINTED IN CANADA.

THIS STORY TAKES PLACE BEFORE THE EVENTS PORTRAYED IN RESIDENT EVIL 1.
RACCOON CITY COLLEGE STUDENT CAFETERIA
I CAN'T BELIEVE JULIE WAS KILLED, ESPECIALLY AT SCHOOL. GEORGE SAID HER BODY WAS ALL TORN UP. THEY'RE JUST KEEPING IT OUT OF THE PAPERS BECAUSE THEY DON'T WANT EVERYONE TO FREAK OUT.
OH RAQUEL, I WOULDN'T BELIEVE ANYTHING GEORGE SAID. THIS STUFF HAPPENS EVERYWHERE, JUST BECAUSE IT HAPPENED IN YOUR PRECIOUS RACCOON CITY DOESN'T MEAN ANYTHING.
Jim Lee and WildStorm Productions Present
A RESIDENT EVIL STORY
WOLF HUNT
TED ADAMS STORY
RYAN ODAGAWA PENCILS
JOHN TIGHE & MARK IRWIN INKS
WILDSTORM FX COLOR
AMIE GRENIER LETTERS
KRIS OPRISKO EDITS

JUST 'CAUSE YOU'RE FROM THE BIG CITY DOESN'T MEAN THAT THIS ISN'T A BIG DEAL. WHAT IF SOMEONE'S STALKING STUDENTS AT RCC? I'M TAKING THE COPS' ADVICE, A CURFEW SOUNDS GOOD TO ME.
CURFEW! GIVE ME A BREAK! I DIDN'T GO TO COLLEGE TO HAVE A CURFEW.
FOR GOD'S SAKE, I DIDN'T EVEN HAVE A CURFEW WHEN I WAS IN HIGH SCHOOL.

DON'T WORRY LADIES, I'LL PROTECT YOU. YOU CAN BOTH STAY OVER AT MY PLACE TONIGHT.
YEAH RIGHT.
IN YOUR DREAMS, MIKE! I'D RATHER TAKE MY CHANCES WITH THE KILLER.

LATER...
GEEZ. IT IS DARK TONIGHT.
THIS SCHOOL IS SO CHEAP. 15 GRAND IN TUITION AND THEY WON'T EVEN SPRING FOR SOME LIGHTS.
HEY!
THAT'S NOT FUNNY!
WHAT THE HELL?! WHAT ARE YOU?!

AIIEEEEE!!

THE NEXT DAY...
ALL RIGHT, YOU KNOW ABOUT THE KILLINGS OVER AT THE COLLEGE.
RPD HAVE ASKED FOR OUR HELP, THEY'RE NOT USED TO THIS SORT OF THING.
HERE'S WHAT WE KNOW SO FAR. THE VICTIM'S NAME WAS MICHELLE ALLEN. JUST AFTER MIDNIGHT, SHE WAS ATTACKED WALKING HOME FROM THE LIBRARY.
THE MEDICAL EXAMINER CALLED HER DEATH AT 12:32 A.M.
IT WAS DUE TO MASSIVE BLOOD LOSS AS THE RESULT OF A DOZEN DEEP SLASHES. ONE OF 'EM COMPLETELY SEVERED HER LEFT ARM.
EVERYONE ELSE IS ON ASSIGNMENT, SO YOU TWO ARE GOING TO HANDLE THIS ONE ON YOUR OWN. JILL, YOU'RE GOING UNDERCOVER AS A STUDENT. NO ONE, EXCEPT BARRY, WILL KNOW THAT YOU'RE WITH S.T.A.R.S.
BARRY, YOU'RE JILL'S BACK-UP. DON'T LET HER OUTTA YOUR SIGHT. YOU'LL BE ABLE TO STAY IN CONTACT WITH HER THROUGH A RECEIVER SHE'LL HAVE IN HER INNER EAR. SHE'LL ALSO WEAR A NECKLACE THAT'LL TRANSMIT EVERYTHING SHE HEARS.

LATER THAT DAY...
THE LUPINE VARIETY OF PLANTS COME FROM THE PEA FAMILY AND BEAR MOSTLY BLUE, WHITE, OR PURPLE FLOWERS...
ARE YOU ALL RIGHT, RAQUEL?
OH MIKE. WHY DID IT HAVE TO BE MICHELLE? SHE ALWAYS THOUGHT SHE WAS SO TOUGH. WHY COULDN'T SHE JUST STAY HOME?
EXCUSE ME. I'M SORRY, BUT I COULDN'T HELP BUT OVERHEAR YOUR CONVERSATION. DID YOU KNOW THE GIRL THAT WAS KILLED LAST NIGHT?
WHO ARE YOU? I'VE NEVER SEEN YOU IN CLASS.
MY NAME'S JILL. I JUST TRANSFERRED HERE FROM GRANT UNIVERSITY. I'M REALLY SCARED ABOUT ALL THESE MURDERS. WHY DIDN'T YOUR FRIEND FOLLOW THE CURFEW?
MICHELLE CAME FROM NEW YORK. SHE DIDN'T THINK ANYTHING IN RACCOON CITY COULD GET TO HER.
LISTEN. MY ADVICE TO YOU IS TO GET BACK TO GRANT.
BUT IF YOU CAN'T DO THAT, FOLLOW THE CURFEW AND DON'T GO ANY-WHERE NEAR THE LIBRARY AFTER DARK.

LATER THAT NIGHT...
I DON'T KNOW BARRY, IT SEEMS PRETTY QUIET.
KEEP FOCUSED, JILL.
YOU ALWAYS WORRY TOO MUCH BARRY. WHAT CAN GO WRONG? I'VE GOT YOU TO PROTECT ME, RIGHT?
YOU KNOW IT! JUST GIVE ME THE WORD AND I'LL BE THERE IN A...
SKREECH!
BARRY! BARRY, CAN YOU HEAR ME?
UH OH!

GRRRWLLL
BARRY! I'VE GOT A SITUATION HERE...

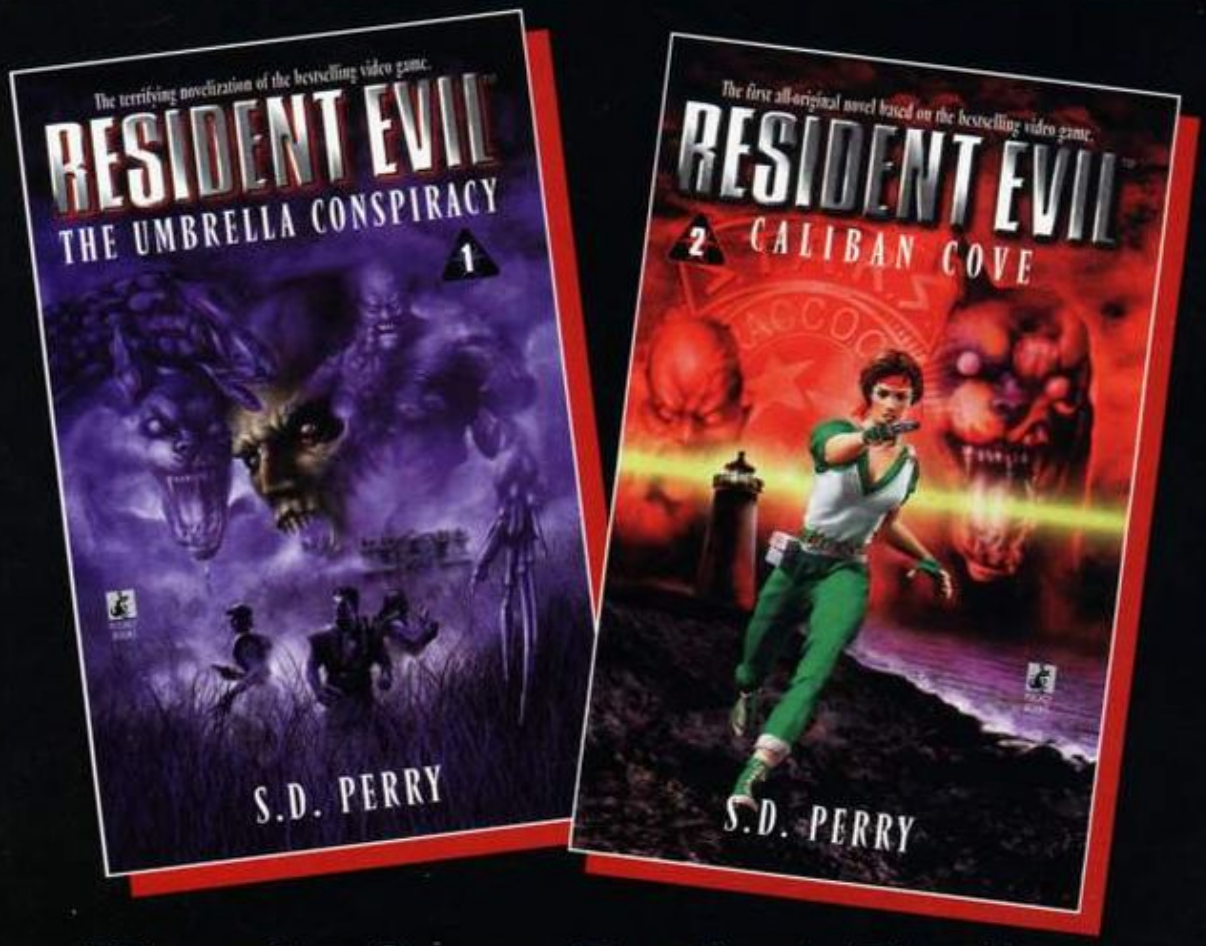
DAMN IT, BARRY! THIS THING DOESN'T LOOK HUMAN.
I THINK OUR KILLER MIGHT BE SOME KIND OF A WOLF.
I HOPE YOU CAN HEAR ME. I'M NEAR THE CAFETERIA.
SMITH & WESSON
FREEZE!

BAM!
BAM!
BAM!
IT IS A WOLF!

JILL! WHAT HAPPENED?
I COULD HEAR YOU, BUT YOU COULDN'T HEAR ME. I GOT HERE AS FAST AS I COULD.
DIDN'T YOU SAY THIS THING LOOKED LIKE A WOLF? LOOKS MORE LIKE A NAKED WEIRDO TO ME.
HUH. I DON'T UNDER...
IT'S SO DARK HERE. I GUESS I MUST HAVE BEEN CONFUSED. BUT, HOW DID HE GIVE ME THIS?
I DON'T KNOW.
I GUESS WE'LL FIND THE WEAPON AROUND HERE. AT LEAST YOUR SHIRT STOPPED IT FROM CUTTING YOU.
YEAH, I GUESS. LET'S CALL THE COPS AND GET OUT OF HERE.
I NEVER DID LIKE SCHOOL.
THE END.

Itchy. Tasty.

RESIDENT EVIL™



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RESIDENT EVIL™

An Interview With Shinji Mikami

- Resident Evil *Producer*

WS: Why do you think the* Resident Evil *video games have become such huge international hits?

Mikami: I think it's because the game theme is terror. Terror can be perceived by everyone, and we have succeeded in generating an unprecedented level of terror. Players are in tense, cautious mode, fearing to move forward.

WS: How did you decide on the storyline for* Resident Evil 2*?

Mikami: It was jointly decided by Capcom and Flagship. Flagship wasn't involved in *Resident Evil 1*, but they are responsible for the scenarios for *RE2* and all future *RE* games.

The *Resident Evil* Development Team

WS: There are lots of hidden games in Resident Evil 2 (Tofu, for example). Whose idea was this?

Mikami: We combined the ideas of the whole staff, so the idea doesn't belong to a specific staff member. We created the hidden games because we wanted the players to play the game over and over. As for the Tofu character, he was used for checking while we were developing the game. We put arms and legs on Tofu, and thought it was very funny. We decided to adopt him for the game so the players could laugh at him.

Shinji Mikami, *Resident Evil* Producer

WS: How did you come up with the new creatures, like the Licker, that are featured in Resident Evil 2?

Mikami: We all exchanged our opinions and ideas to create the creatures.

WS: Are there significant differences between the Japanese and U.S. versions of Resident Evil 2, as there were with RE1?

Mikami: The U.S. version of *RE2* is more difficult than the Japanese version. Also, there are "dying demos" in the U.S. version that were deleted in the Japanese version. A dying demo is a CG [computer generated] scene shown when the player dies (Game Over).

WS: How were the amazingly lifelike CG scenes filmed?

Mikami: First, using motion pictures and action figures, we made image videos [shots of the figures from every angle] to get standard images. Then, we used CG tools to render each picture and convert the data for PlayStation.

WS: Will there be a Resident Evil 3? If so, when will it be available?

Mikami: We do plan to make *RE3*, but we don't know when.

WS: Will we be seeing Jill and Chris from Resident Evil 1 again?

Mikami: It hasn't been decided yet, but I would like to cast them in the future game.

It's not over yet! The interview with Producer Shinji Mikami continues, right after "Danger Island"!

APPROACHING ISLA BONALE, EASTERN CARIBBEAN.
I STILL CAN'T BELIEVE THE HOSPITAL GAVE ME TIME OFF FOR A SURPRISE VACATION. STAN THOUGHT OF EVERYTHING.
YOU READY FOR SOME FUN IN THE SUN, LESLIE? THIS PLACE IS SO EXCLUSIVE THEY ONLY LET 10 COUPLES ON THE ISLAND AT A TIME.
OH STAN, THIS IS GOING TO BE THE BEST VACATION EVER!
Jim Lee and WildStorm Productions Present
A RESIDENT EVIL STORY
DANGER ISLAND
KRIS OPRISKO STORY
LEE BERMEJO PENCILS
JOHN TIGHE & MARK IRWIN INKS
WILDSTORM FX COLORS
AMIE GRENIER LETTERS

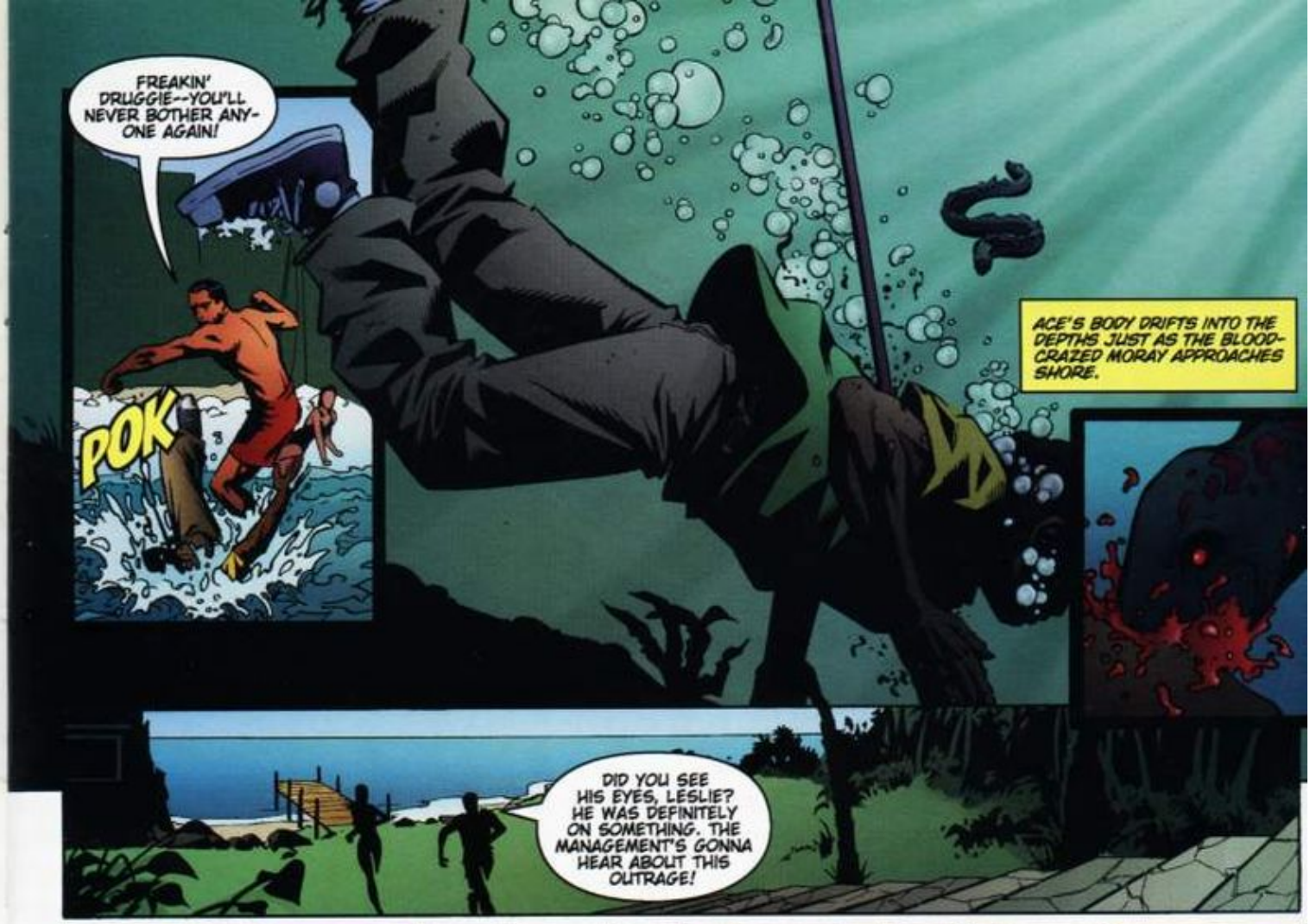
AFTER A ROMANTIC NIGHT OF DINNER AND DANCING, STAN AND LESLIE AWAKE REFRESHED.
WHAT'CHA GOT THERE, LES?
SNORKEL
TODAY'S ADVENTURE! THE SNORKELING AROUND HERE LOOKS UNBELIEVABLE, AND WE CAN RENT OUR EQUIPMENT AT THE BEACH.

KAYAKS
COOL RUNNINS, MON! ME NAME'S ACE. COME TA DO SOME SNARKLIN', EH?
BAIT
EELS!
UH, HI ACE, I'M STAN. WE'D LIKE TO RENT SOME SNORKELING EQUIPMENT. IS IT SAFE, THOUGH? WHAT ABOUT SHARKS?
BIG TOUGH ARMY GUY'S AFRAID OF SHARKS!
NO SHARKS 'ERE, BREDDA. ONLY A FEW NASTY EELS.
EVERYTHING'LL BE IRIE--DON'TCHA WORRY.
OK, LESLIE, WE'VE GOT TWO HOURS. LET'S DO IT!
BOOM

UNBEKNOWNST TO THE HAPPY COUPLE, A PLANE HAS PLOWED INTO THE ROCKY HILLSIDE OF ISLA BONALE.
DISPATCHED FROM UMBRELLA HQ TO A TOP SECRET LOCATION, THE PLANE AND ITS DEADLY PAYLOAD HAVE INSTEAD UNEXPECTEDLY COME TO REST IN THIS CORNER OF PARADISE.
THE INSIDIOUS MUTAGEN KNOWN AS THE G-VIRUS, THROWN INTO THE ATMOSPHERE BY THE CRASH, SETTLES SLOWLY TO EARTH, INFECTING ALL IT ENCOUNTERS.
DANGER!
BROKEN STASIS TUBES LIE SCATTERED IN THE WRECKAGE, THEIR SAVAGE CARGO NOW FREE TO PROWL THE ISLAND FOR VICTIMS.

BONAIRE REEF, 2 HOURS LATER.
I BETTER GET LESLIE BEFORE SHE SWIMS TOO DEEP IN THAT CAVE. OUR TIME'S ALMOST UP.
OW! THAT CORAL'S A LOT SHARPER THAN IT LOOKS.
A RIBBON OF BLOOD WAFTS THROUGH THE AZURE WATER, DRIFTING INTO THE REEF'S DARK RECESSES AND AROUSING THE BLOODLUST OF A MASSIVE MORAY EEL.
THE PURSUIT BEGINS.

ACE! ARE YOU PACKING UP? SORRY WE'RE A LITTLE LATE, BUT...
RRRRRRRRR
HURKK...
WHA?
AAAAAAAAAA
CHOMP!
STAN! HELP!
GET OFF OF HER, YOU BASTARD!
CHUK
ERRK.


FREAKIN' DRUGGIE--YOU'LL NEVER BOTHER ANY-ONE AGAIN!
POK
ACE'S BODY DRIFTS INTO THE DEPTHS JUST AS THE BLOOD-CRAZED MORAY APPROACHES SHORE.
DID YOU SEE HIS EYES, LESLIE? HE WAS DEFINITELY ON SOMETHING. THE MANAGEMENT'S GONNA HEAR ABOUT THIS OUTRAGE!

GRRRAARRR
RRRAAWRR

STAN? I'M SCARED.
JUST BACK INTO THE FOREST SLOWLY, LESLIE. I DON'T THINK THEY SAW US.

I DON'T KNOW WHAT'S GOING ON HERE, BUT WE'RE GETTING OFF THIS ISLAND NOW! WE'LL TAKE THE KAYAKS AND...
STAN?
I DON'T THINK THAT'S AN OPTION.
THE EEL, HAVING FEASTED ON ACE'S INFECTED CORPSE, HAS MUTATED INTO A HIDEOUS MOCKERY OF NATURE.

SNIFF SNIFF
THE BEAST'S HEIGHTENED OLFACTORY SENSES CATCH THE SCENT OF HIS ORIGINAL PREY...
STAN, STOP.
I RECOGNIZE THAT BLUE HERB FROM MY HOSPITAL TRAINING.
MYCANTHIUS MAVERICUS, A POWERFUL ANTISEPTIC.
SNIK
THIS SHOULD CLEAN OUT MY WOUND.
SHK SHK SHK
HUH?
SHK SHK SHK
VENUS FLYTRAPS! DON'T LET THEM GET AHOLD OF YOU.

THERE'S A CLIFF BEHIND US-- RUN FOR IT.
BUT I...
JUST GO!
ACKK
IF I CAN JUST GET MY DIVING KNIFE...
THERE!
CHUK
KEEP CLIMBING, LES--THESE THINGS ARE RIGHT ON MY TAIL!
SHRIEEK!

SHRRK
GRUUAANRRR
STAN! IT'S THAT THING FROM THE BEACH!
HOLY @*#!, THAT THING'LL BE ON ME IN NO TIME!
RRRAARRR
CHUNK
THE ROCK, DISLODGED BY STAN'S FOOT, HURTLES EARTHWARD.
THUD
DAMN, THAT WAS CLOSE! I HOPE THAT KILLED IT.

THE FALLING ROCK TOOK OUT THE...
I SAW. BUT LOOK OVER HERE-- I THINK I FOUND A WAY OUT.
SEE THAT SATELLITE DISH? THAT MUST BE THE COMMUNICATIONS BUILDING. WE CAN PUT OUT A DISTRESS SIGNAL AND GET OUT OF THIS HELLHOLE.
WE'LL HAVE TO PICK OUR WAY THROUGH THAT WRECKAGE TO GET THERE.
YOU BETTER TAKE CARE OF THAT WOUND NOW, LESLIE. GOD ONLY KNOWS WHAT'S BETWEEN US AND THE RADIO SHED.
LET'S REST UP HERE FIRST. IT SEEMS RELATIVELY SAFE.
HOW ARE YOU HOLDING UP?
OK, I GUESS. IT'S JUST THAT WE'VE BARELY ESCAPED DEATH A FEW TIMES ALREADY AND WE CAN'T GET LUCKY FOREVER.

STAN, IF WE DON'T MAKE IT, I JUST WANT YOU TO KNOW HOW MUCH...
OH, GOD.
Shhhh
STAY HERE, I'LL CHECK IT OUT.
HISSSSSSSSSS
HSSSSS
WE ARE IN HELL.

I CAN'T TAKE THIS ANYMORE! WE'RE GONNA DIE HERE!
LESLIE, STOP!
COME BACK! I WON'T LET ANYTHING HAPPEN TO YOU.
I DON'T WANT TO DIE, STAN. IT...IT'S JUST NOT FAIR!
TAKE IT EASY. THE SHED'S NOT FAR OFF.
I GOT US INTO THIS AND DAMN IT, I'LL GET US OUT.
DRIP
HUH?

HRRRRRRRRRR
THERE'S MORE BEHIND US. WHAT ARE THOSE THINGS?
I DON'T KNOW, BUT THEY'VE GOT US SURROUNDED.
THERE'S SOMETHING IN THE TREES! HEAD THROUGH THE WRECKAGE.
RRRRRR
RRRARR
THIS IS IT! FIGHT FOR YOUR LIFE.
OH GOD, WHY ME?
HRRRRRRR
RUMBLE

THAT THING'S STILL ALIVE!
IT'S SCARED OFF THE OTHER MONSTERS. HEAD FOR THE SHED AND I'LL HOLD IT...
AAARRRGH!
SLASH
URRRR. GUTS...ON... FIRE...
AS THE BEAST DRAWS EVER CLOSER, STAN SPOTS A TWISTED WING STRUT.
COME TO POPPA, FREAK!

IF IT WAS GOOD ENOUGH FOR ACE, IT'S GOOD ENOUGH FOR YOU.
UGGH
CHUCK
RRRROOOOO
THE WOUNDED BEAST STAGGERS AWAY FROM STAN, CLUTCHING AT ITS INJURED SHOULDER.
COME ON, JUST A LITTLE FURTHER...
THERE! GOTTA MAKE THIS COUNT.

NOTICING THAT THE BEAST HAS STUMBLED ONTO AN UNSTABLE PIECE OF WRECKAGE, STAN SUMMONS HIS REMAINING STRENGTH TO JUMP ON THE OTHER END.
HIS MONSTROUS ATTACKER IS THROWN BACKWARD ONTO A FOREST OF BROKEN METAL.
DIE YOU BASTARD, DIE!
YOU'RE SUSHI NOW!
MAYDAY! MAYDAY!

PLEASE HELP! CAN ANYONE HEAR ME?
THAT'S A COPY. WHAT IS YOUR LOCATION? REPEAT--WHAT IS YOUR LOCATION?
MY BOYFRIEND AND I ARE TRAPPED ON ISLA BONALE AND WE'RE BEING ATTACKED! THERE ARE HORRIBLE CREATURES EVERYWHERE...
UHHH... LESLIE...
STAN! YOU'RE HURT!
I'LL... MANAGE. I KILLED THAT... -: KOFF KOFF :- ...THING.
LAY DOWN OVER HERE. HELP IS COMING.

THEY BETTER GET HERE FAST. I THINK...I'M HURT PRETTY BAD.
OHH! YOUR RIBS ARE SHOWING! CAN YOU BREATHE OK?
IT'S... HARD. LESLIE--
DON'T TALK, STAN. SAVE YOUR STRENGTH.
LISTEN, MY LOVE. IF I DIE HERE...
NO! DON'T SAY THAT! WE'LL BE SAFE VERY SOON. IT WAS THE STRANGEST THING. IT SEEMED LIKE THEY WERE WAITING FOR MY CALL.
PROBABLY -: KOFF KOFF :- LOOKING FOR THAT -: KOFF KOFF :- PLANE.
YOU'VE GOT TO HOLD ON! I CAN'T MAKE IT WITHOUT YOU.
WHUP WHUP WH
-: KOFF KOFF :- LISTEN, CHOPPERS!

WHUP WHUP WHUP WHUP WHUP WHUP
AH... THE LUCKY TWO!
I AM WILLIAM BIRKIN, AND YOU ARE THE LAST TWO SURVIVORS ON THIS ISLAND. WE'VE JUST DONE AN AERIAL SEARCH, AND THE OTHERS HAVE NOT FARED AS WELL AGAINST MY LOVELIES. I'M QUITE IMPRESSED. TOO BAD NO ONE WILL EVER HEAR YOUR TALE.
-:GASP!:- YOU'RE NOT GOING TO...
OH, BUT I AM!
KA-POW
KA-POW

We're back! Here's the conclusion to:

An Interview With Shinji Mikami

– Resident Evil *Producer*

Producer Shinji Mikami (left) and Director Hideki Kamiya

WS: Will we ever see the European Umbrella HQ that Jill and Chris went to look for at the end of* RE1*?

Mikami: I'm sorry, that's classified...

WS: Will there be new creatures featured in* RE3*?

Mikami: That hasn't been decided.

WS: What are your influences? Movies? Books? Magazines? Music?

Mikami: I watch about 50 movies every year; I've watched most of the movies featuring zombies. I read fantasy novels, like *Guin Saga*. I listen to classical music, like Mozart's Piano Concerto No. 20, and jazz, like Bud Powell's "Dream of Cleopatra." I enjoy video games, too, like *The Legend of Zelda*.

WS: How many people work on the* RE *games?

Mikami: 60 people on *RE1*, 50 people on *RE2*.

WS: What is your career background?

Mikami: I graduated from Doshisha University (one of the traditional private universities located in Kyoto), Department of Commercial Science. I majored in the study of merchandise. As a club activity, I participated in kendo and karate. I joined Capcom eight years ago. I was involved in the development of *Aladdin* and *Goof Troop* for Super Famicom, and *Roger Rabbit* for Game Boy.

WS: Did you play video games when you were growing up?

Mikami: I didn't play video games when I was little; I played outside instead. The first game I played was *Space Invaders*, when I was in junior high school. I played it four or five times at a coffee shop. When I was 20, I started playing video games.

To the readers:

I will be making other games in addition to *Resident Evil*, so please give us support!

Best regards,
Shinji Mikami
Resident Evil Producer

RESIDENT EVIL

Reader's Art Gallery

Art by Glenn Cebuzera

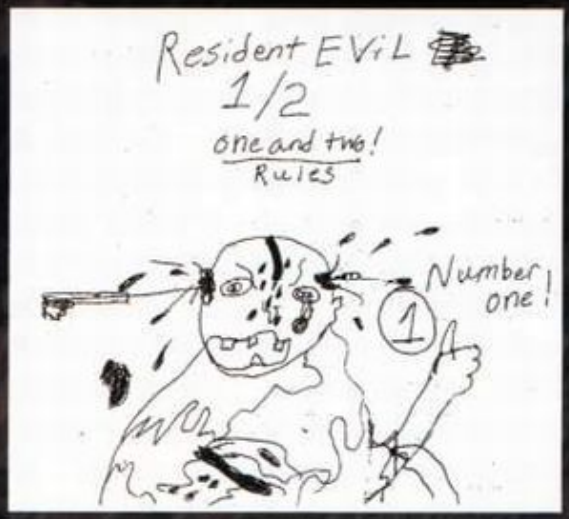
Art by Riley

Art by Steven Sklepic

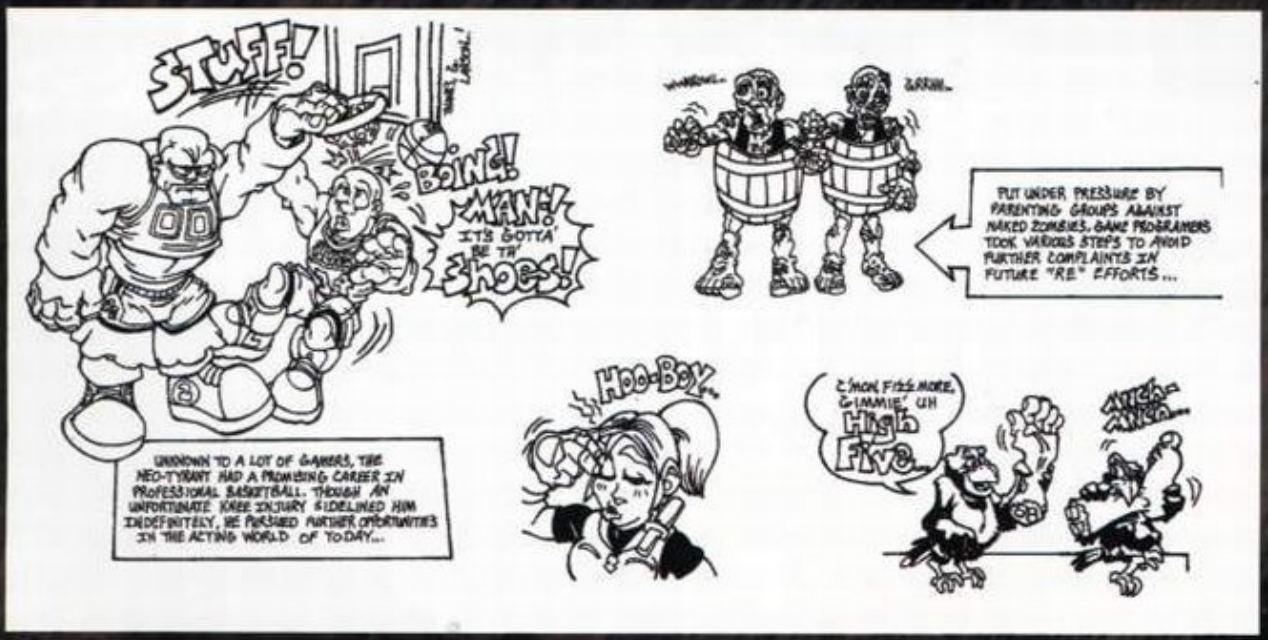
RESIDENT EVIL

Reader's Art Gallery

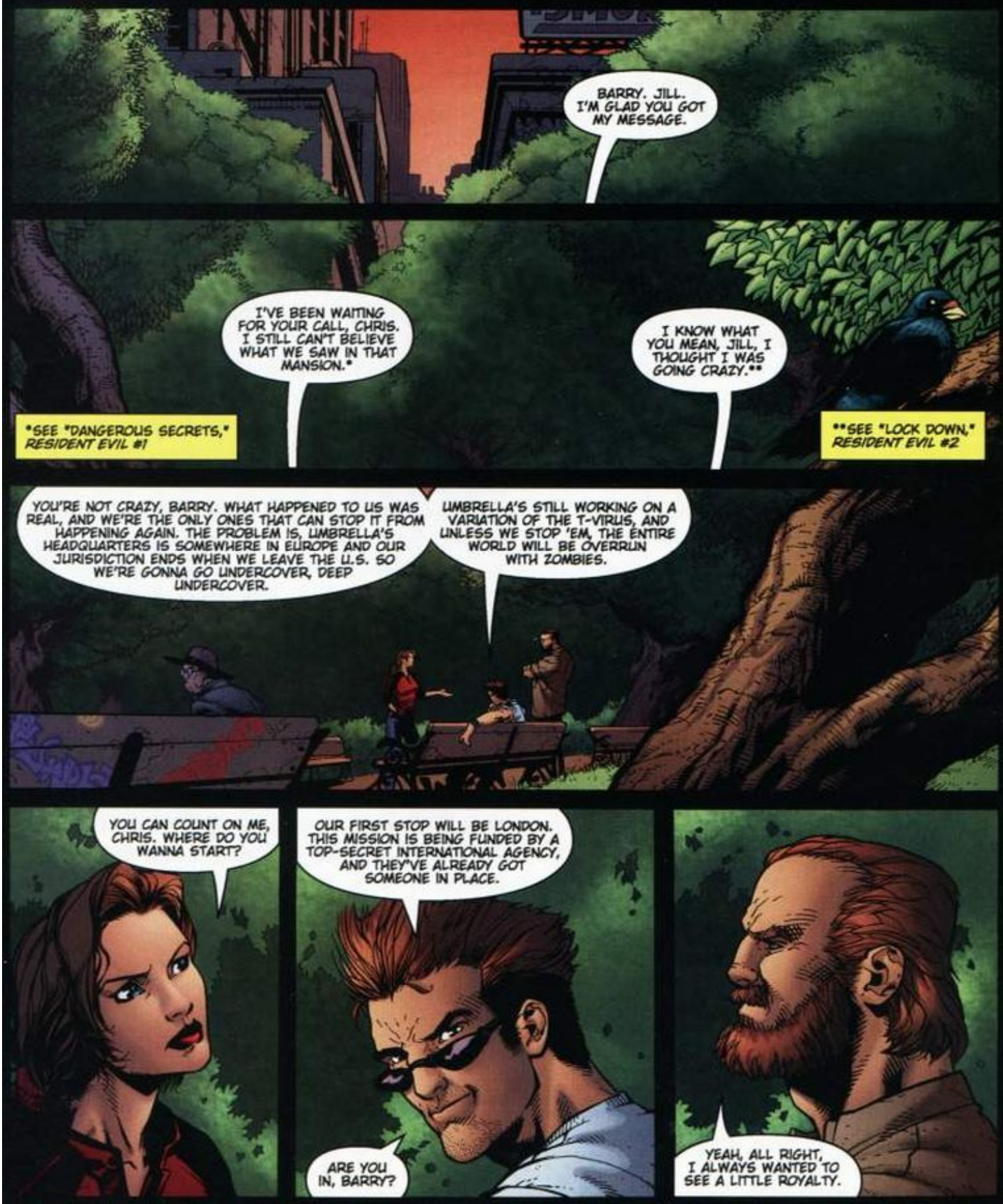
Art by John Garner



Art by Brian Sockriter


STUFF!
BOING!
MAN!
IT'S GOTTA BE TH' SHOES!
UNKNOWN TO A LOT OF GAMERS, THE NEO-TYRANT HAD A PROMISING CAREER IN PROFESSIONAL BASKETBALL. THOUGH AN UNFORTUNATE KNEE INJURY SIDELINED HIM INDEFINITELY, HE PURSUED FURTHER OPPORTUNITIES IN THE ACTING WORLD OF TODAY...
PUT UNDER PRESSURE BY PARENTING GROUPS ABHORRED BY NAKED ZOMBIES, GAME PROGRAMERS TOOK VARIOUS STEPS TO AVOID FURTHER COMPLAINTS IN FUTURE "RE" EFFORTS...
HOO-BOY...
C'MON, FITZ, MORE, GIMMIE' UH
High Five
AHHH-AHHH...

Art by Jolley


BARRY. JILL. I'M GLAD YOU GOT MY MESSAGE.
I'VE BEEN WAITING FOR YOUR CALL, CHRIS. I STILL CAN'T BELIEVE WHAT WE SAW IN THAT MANSION.*
I KNOW WHAT YOU MEAN, JILL, I THOUGHT I WAS GOING CRAZY.**
*SEE "DANGEROUS SECRETS," RESIDENT EVIL #1
**SEE "LOCK DOWN," RESIDENT EVIL #2
YOU'RE NOT CRAZY, BARRY. WHAT HAPPENED TO US WAS REAL, AND WE'RE THE ONLY ONES THAT CAN STOP IT FROM HAPPENING AGAIN. THE PROBLEM IS, UMBRELLA'S HEADQUARTERS IS SOMEWHERE IN EUROPE AND OUR JURISDICTION ENDS WHEN WE LEAVE THE U.S. SO WE'RE GONNA GO UNDERCOVER, DEEP UNDERCOVER.
UMBRELLA'S STILL WORKING ON A VARIATION OF THE T-VIRUS, AND UNLESS WE STOP 'EM, THE ENTIRE WORLD WILL BE OVERRUN WITH ZOMBIES.
YOU CAN COUNT ON ME, CHRIS. WHERE DO YOU WANNA START?
OUR FIRST STOP WILL BE LONDON. THIS MISSION IS BEING FUNDED BY A TOP-SECRET INTERNATIONAL AGENCY, AND THEY'VE ALREADY GOT SOMEONE IN PLACE.
ARE YOU IN, BARRY?
YEAH, ALL RIGHT, I ALWAYS WANTED TO SEE A LITTLE ROYALTY.

Jim Lee and WildStorm Productions Present

A RESIDENT EVIL STORY

DEAD AIR

TED ADAMS
STORY

CARLOS D'ANDA
PENCILS

MARK IRWIN
INKS

WILDSTORM FX
COLORS

AMIE GRENIER
LETTERS

KRIS OPRISKO
EDITS

SORRY GUYS, BUT IT LOOKS LIKE WE'RE FLYING COACH.
GREAT, FIRST WE HAD TO GET RID OF OUR S.T.A.R.S. IDENTIFICATION, AND NOW WE'RE STUCK WITH THE REST OF THE CATTLE. WHAT'S NEXT?
WELL, SINCE YOU ASKED, THIS IS A COMMERCIAL FLIGHT AND THERE'S NO WAY THEY'RE GOING TO LET US CARRY GUNS ONTO THIS PLANE. I HOPE CHRIS'S CONTACT IN ENGLAND CAN SET US UP WITH SOME WEAPONS.
LET'S TRY AND GET SOME SLEEP ON THIS FLIGHT. I DON'T KNOW WHEN WE'LL HAVE ANOTHER CHANCE.
I CAN SEE THEM, SIR. THEY'RE ABOUT TO BOARD THE PLANE.

UMBRELLA HAS NOTHING TO WORRY ABOUT. I'VE TAKEN CARE OF THE SITUATION.
"SOME OF THE DRINKING WATER ON THE PLANE HAS AN EXTRA SURPRISE--A FAST-ACTING VERSION OF THE T-VIRUS. EVERYONE TRAVELING IN FIRST CLASS IS GOING TO GET MORE THAN FREE CHAMPAGNE."
"AND SINCE THE PILOTS GET THEIR DRINKS FROM THE FIRST CLASS CABIN, WE DON'T HAVE TO WORRY ABOUT THIS PLANE EVER MAKING ANOTHER LANDING."
UNLESS YOU COUNT THE ONE THEY'RE GOING TO MAKE IN THE ATLANTIC OCEAN.

MAN, THESE GUYS ALREADY HAVE SOMETHING TO DRINK.
WE'RE GONNA HAVE TO WAIT UNTIL WE'RE IN THE AIR BEFORE THEY'LL SERVE US SECOND CLASS CITIZENS.
HMMMPHH!
MMMMM!
LOSERS!
AT LEAST IT DOESN'T LOOK LIKE IT'S GOING TO BE A FULL FLIGHT.

WE NEED TO REVIEW OUR SAFETY PRECAUTIONS.
PLEASE TAKE OUT THE CARD IN FRONT OF YOUR SEAT AND FOLLOW ALONG WITH ME.
UGH. I DON'T FEEL SO GOOD.
COUGH! COUGH!
WHAT'S WRONG WITH ME?
UGH. HAND HURTS.
UGGGHHH.

AAAHHHH!
WHAT'S WRONG WITH YOU PEOPLE?!
HUH?!
DID YOU HEAR THAT?
WHAT'S GOING ON UP THERE?
HELP!
THEY LOOK LIKE ZOMBIES!
GHAAARRGGHHHH!

LISTEN TO ME, PEOPLE!
QUICKLY MOVE TO THE BACK OF THE PLANE. STAY CALM AND NO ONE WILL GET HURT.
NO GUN.
NO KNIFE.
OH WELL, IT WASN'T LIKE I WAS GONNA EAT THIS ANYWAY.
I ALWAYS KNEW AIRPLANE FOOD COULD KILL YOU.

DAMN IT!
ONE OF THESE WOMEN MUST HAVE SOME.
A-HA!
HAIRSPRAY!
DAMN!
COME AND GET YOUR PERM, YOU SMELLY BASTARD!
CLICK!
WHOOOM!

CAREFUL, BARRY, IF YOU SET THIS PLANE ON FIRE, WE'LL ALL BE TOAST.
FFSSHHHH!
CHRIS! WATCH OUT!
AAAAHAHA-H
SPLOOOOTCH!

MOVE IT! THERE'S ANOTHER ONE!
I AM SO SICK OF THESE THINGS!
SMACK!
WHO NEEDS A WEAPON?
CRACK!
HURRY UP...
SMASH!
...AND...
...DIE!
CHUNK!

HEY GUYS, THIS ISN'T SO BAD. THERE'S ONLY A COUPLE OF ZOMBIES LEFT.
UH-OH! I'VE GOT A PROBLEM OVER HERE.
I KILLED THE PILOT.
TO BE CONTINUED IN "ZOMBIES ABROAD," RESIDENT EVIL #4...

The Resident Evil™ Files

Chris Redfield

Age: 25
Blood Type: O
Height: 5'10 ½"
Weight: 177 lbs.

After Chris Redfield was kicked out of the Air Force, he became a drifter. But then Barry Burton found him and recruited him for the newly formed S.T.A.R.S. squad. Chris was sent to prove himself in the small Raccoon City S.T.A.R.S. unit. He is a tough, fearless, "take charge" kind of guy, with a strong intellect, great vitality, and an iron will. He's ready to take on any adversary that comes his way.

Pencils by Olivier Coipel
Inks by Rich Faber

Claire Redfield

Age: 19
Blood Type: O
Height: 5'6"
Weight: 116 lbs.

Claire Redfield came to Raccoon City to investigate the mysterious disappearance of her older brother, Chris Redfield. She is a modern woman — intelligent, perceptive, articulate, and worldly. She is also something of a wild girl. Self-confident and daring, Claire is typically the first person to try things many others would not. Claire is highly opinionated, sarcastic, and a bit of a tomboy, but she does possess gentler, more feminine qualities. She is attractive, lighthearted, and optimistic, and she softens considerably when she deals with children.

Pencils by Chris Brunner
Inks by Mark Irwin

Meet The Crew That Brings Resident Evil To You!

The Team:

Ted Adams (writer)
Resident Evil
Spawn Movie Adaptation

Kris Oprisko (writer)
Resident Evil
Future Cop: L.A.P.D.

Lee Bermejo (penciller)
Resident Evil
C•23

Carlos D'Anda (penciller)
Resident Evil
Spawn Movie Adaptation
WildC.A.T.s: Covert Action Teams

Ryan Odagawa (penciller)
Resident Evil
Savant Garde

Mark Irwin (inker)
Resident Evil
Spawn Movie Adaptation

John Tighe (inker)
Resident Evil
Backlash

Appearing At These Locations:

Saturday, November 7
12 P.M.–2 P.M.
Mile High Comics
12591 Harbor Blvd.
Garden Grove, CA 92840
(714) 741-2096
www.milehighcomics.com

Wednesday, November 11
4:30 P.M.–7 P.M.
Comics-N-Stuff
3148 Midway Drive
San Diego, CA 92110
(619) 222-8908

Saturday, November 14
2 P.M.–4 P.M.
Golden Apple
7711 Melrose Avenue (near Fairfax)
Los Angeles, CA 90046
(323) 658-6047
www.goldenapplecomics.com

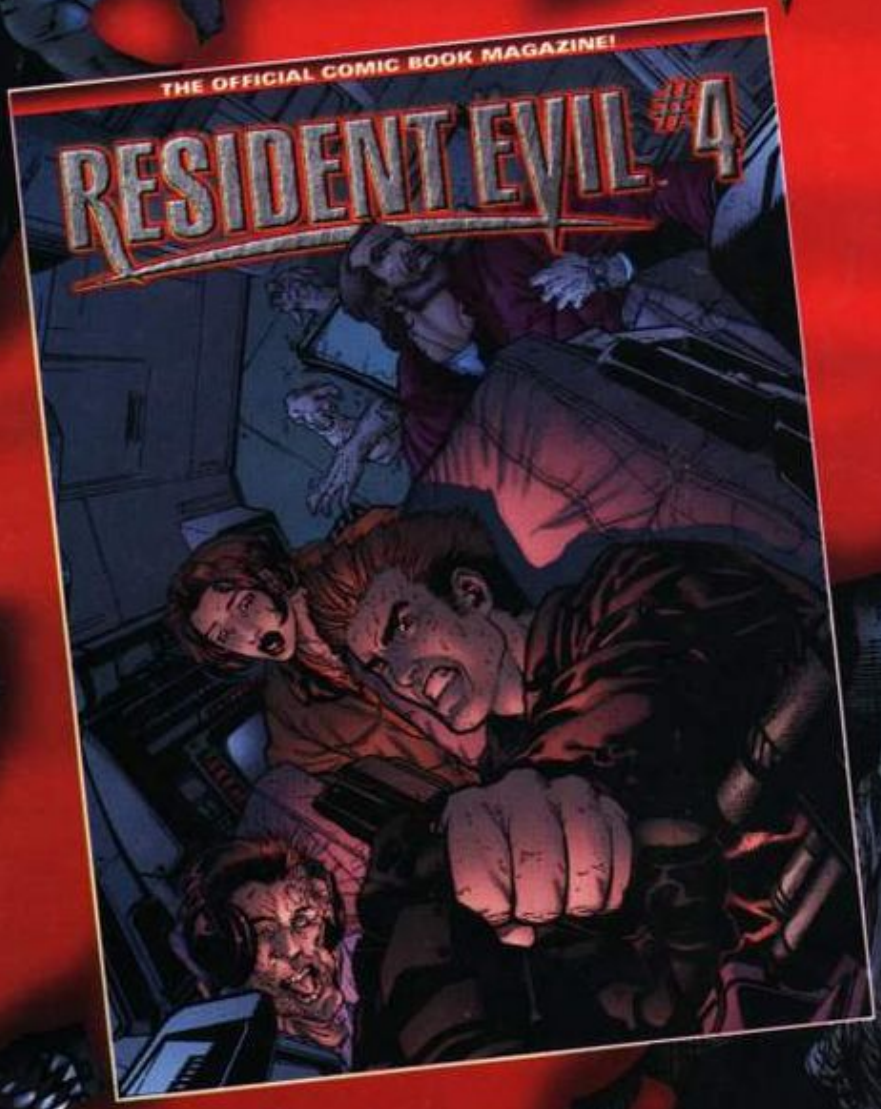
Wednesday, November 18
3:30 P.M.–6:30 P.M.
Sky High Comics
273-C South Rancho Santa Fe Rd.
San Marcos, CA 92069
(760) 471-0448

Saturday, November 21
Starting at 2 P.M.
Hi De Ho Comics and Fantasy
525 Santa Monica Blvd.
Santa Monica, CA 90401-2409
(310) 394-2820
www.hideho.com

Saturday, December 5
2 P.M.–4 P.M.
Artifex
11658 Carmel Mountain Rd. Ste. #134
San Diego, CA 92128
(619) 487-0589
artifex@cts.com

Something Evil's in the Air.

RESIDENT EVIL #4



The horrific minions of the Umbrella Corporation have unleashed their terror throughout the world, and all of humanity is threatened. Whether in the air, on land, or at sea, the zombie menace must be defeated once and for all! Follow all the action in Resident Evil™: The Official Comic Book Magazine #4.

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